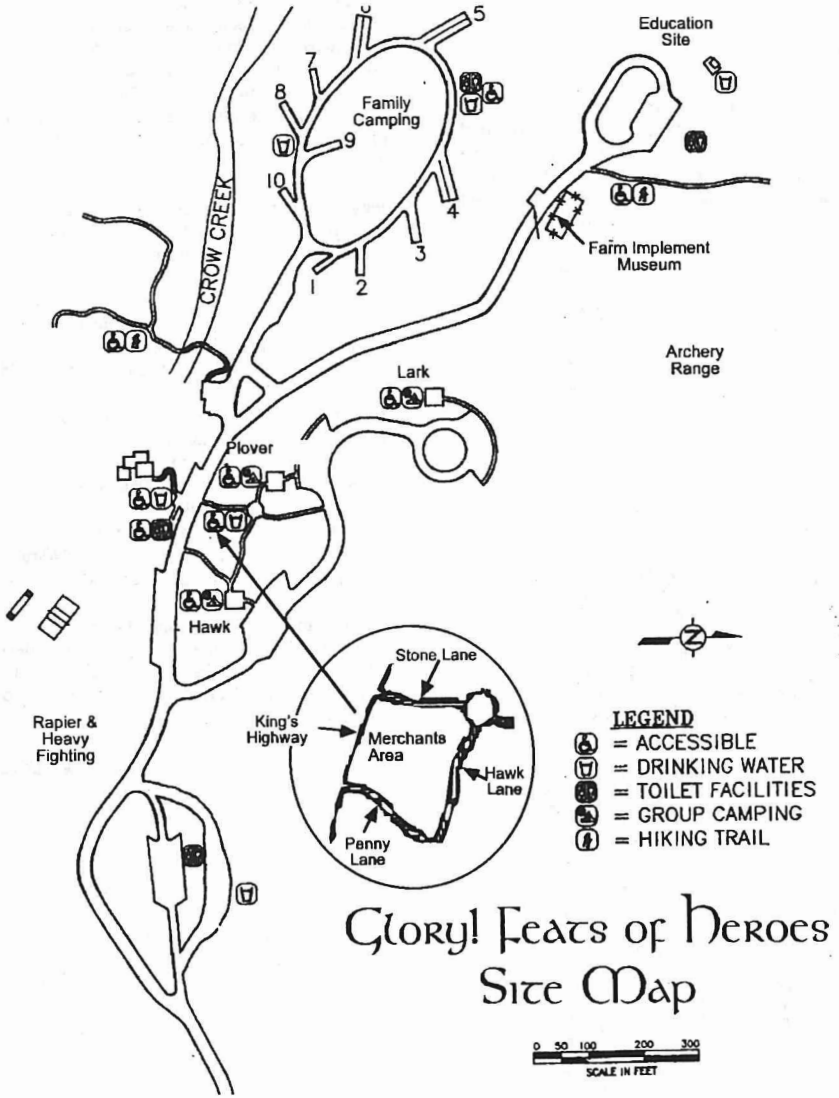
Glory!
Feats of Heroes

Site Book

July 17 - 20, AS XXXIII



Glory! Feats of Heroes
Site Map

Welcome to GLORY!

The Known World's newest fighting event (well, at least for this weekend!) Our fiendish crew of fighting coordinators has tried to amass a schedule that will make even the most hardened knight drop to his knees and beg for mercy. It is our hope that no one will go home saying, "Nice event but it needed more fighting".

This event is tailored for the fighters among us, but the competitions are meant to be FUN! While there will be winners, the real intent is for everyone to "fight 'till you drop, revel where you fall".

Please use this site book as your guide to the many activities that await you.

The Autocats

PLEASE NOTE: In order to fit in all of the scenarios, we have declared that the site is on "Gwilim-Standard-Time". This does not conform to normal SCA time, but rather oddly enough, should match any time keeping instruments that you may have with you. Tournaments and games will start on time, even if only 2 people are present! Heralds will cry the events, but you may want to keep an eye on your sundial to avoid missing something.

SITE RESTRICTIONS:

Since we have managed to sell out the site, we apologize in advance if you are not able to camp next to your friends. Due to the restrictions of the Forest Service, we have to watch the number of persons sleeping in each camp area. If you have any questions please see Gwilim or Galiana, the event autocrats.

The normal Pawnee Grasslands restrictions are in force. All pets must be on leashes at all times (as should some squires). Drumming needs to halt at 10:00 pm. The site is wet, but please consider using period containers for beverages. As of this writing, tikki torches and open flames are forbidden due to fire hazard. Fires in the forest service fire pits are allowed. Smoking only allowed inside of cars or on the graveled areas around the fire pits.

HEAVY WEAPONS SCENARIOS

Saturday will be a true Heavy Weapons Marathon. See the schedule for times.

1) ***Breakfast of Champions:*** Only weapons built to look like items found at the pub will be allowed, i.e. maces to look like foam beer steins, spears to look like spits with a chicken still roasting on it, etc. Use your imaginations; some weapons will be available at the site.

2) ***Holmgang:*** The traditional fighter challenge on a bear skin. This will be a timed, one hour tourney.

3) ***Celtic Battlemaiden Tourney:*** A primal battle of woman and man in defense of their homeland. The female can use her weapon of choice, the teammate must use a centergrip round and short weapon. If the female dies, the battle is lost: best 2 out of 3 round robin; 1 ½ hours timed.

4) ***Lunch of Champions:*** Just in case you didn't get enough at breakfast!

5) ***Station Tourney:*** Have all your authorizations? If not, you're stuck with a single sword! The fighter must carry sack of grain to the village, fight off the fiery darts of daemons while held in the grip of the

dragon, then run the gauntlet of the chosen with the final station being Baldegrin the two-headed giant! Each fighter must run the gauntlet, picking up the weapon system to match each respective station. Fighters will switch in and out to fill stations.

IMPORTANT NOTE: EACH FIGHTER MUST BEAR THE FAVOR OF A CHILD IN ORDER TO ENTER. PLEASE KEEP THE BLOODSHED OVER WHICH CHILD TO A MINIMUM.

6) ***Challenge of the Green Knight***: Wounds retained bearpit. 5' axes only. Need we say more?

7) ***Buschazi:*** Join with teammates drawn at the event to grab a sheep and chase each other around the field....hey, its a viking game with a french name, so why not?

8) ***Knife Circle:*** You've seen it on MTV, Westside Story and the local alley. Now witness it first hand!

9) ***Broken Field Melees:*** 9 points per team: Authorized fighter = 1 point, AoA fighting award = 2 points, GoA fighting award = 3 points, Chivalry =4 points. No one on the same team from the same home group.

10) ***Torchlight Tourney:*** It's dark, there's torches, and all you have is a combined weapon length of up to 5' of rattan and no shield!

11) ***Fighter Games*** will go on throughout the day Saturday, including:
    - ***Steady:*** Test your physical and mental skills.
    - ***Call of the Fiannan***: Ever had to fight while buried up to your waist in the ground?
    - ***Pas d'Arms:*** Tournament of 3. Best of three blows or best of 3 forms, your choice.

Sunday will be more melees than you can stand. The fertile mind of Sir Deotrich Hiltipard will create scenarios that will challenge even the hardiest of fighters. ***MUWAHAHAHAHAAA!***

ARCHERY

If you are in the mood to get sore fingers and shoulders, GLORY! has just the venue for you. Archers will compete in a set of scenarios over both days that are sure to challenge even the most skilled bowman. See the schedule for times.

1) ***Pattern Clout Shoot***: 6 arrows. The closest 4 within 50 feet are added up, with the lowest total winning.

2) ***Scored Wand:*** 3 arrows at 20, 30, 40, 50 and 60 yards. Total number of hits are scored.

3) ***Timed Shoot:*** The enemy is coming! Run and get your bow! Fastest hit wins.

4) ***William Tell:*** Shoot until you are disqualified at progressive distances.

5) ***Robin Hood***: Farthest from center is out in each round (plus anyone who misses the backstop) at progressive distances. Careful, if you win, the Sheriff might arrest you!

6) ***Sterling Shoot:*** Seen Braveheart? No bare buttocks here, but a clout shoot at an area of land with shields on the ground. 1 point for hitting a shield, 3 points for hitting the ground (an uncovered Scot)

7) ***Wand Shoot:*** 1 ½ " wand, 3 arrows per distance. Hit and move back, miss and you're out.

DO YOU FEEL HUNGRY, HERO?

Welcome to the Hungry Heroes Inn! The Inn and meal plan are an experimental part of the Glory event. We're going to do our level best to feed you heroically and graciously, but beg of you to bear with our shortcomings on this, our maiden voyage. That said, this year's Hungry Hero Inn is set up in this way:

THE HUNGRY HERO MEAL PLAN:
includes three full meals Saturday and Sunday plus midnight snack on Saturday night. Available only by advance reservation, but at the low, LOW price of $15 including all beverages.

THE FINICKY FIGHTER MEAL NON-PLAN
(and at this event, everyone's a fighter, even if all they're fighting is the heat, chill, insects, or thirst).
Finicky fighters — in other words, those who haven't bought a meal plan — are welcome at the inn at all times; cold and hot beverages can be had for a mere donation. Look for a brass spittoon on the beverage table. In addition, some leftover full meals will be sold a la carte during the last half hour of each meal's serving times. Some finicky fighter items, such as oatmeal at breakfast, will be available throughout the meal hour at reasonable prices. Check your menu board for more details.

WAITER! THERE'S A STAG IN MY SOUP!
For early arrivals on Firday night, Mistress Theresea is offering hearty elk stew (minestrone for non-carnivores) and braided bread for $2.50. (This serving is not included in the meal plan.)

PERIOD ATMOSPHERE (AND OTHER DETAILS)
One feature of our inn is covered by the expression, "Innkeeper's discretion." Each meal has an innkeeper or innkeepers in charge. So depending on what happens, they may have specials or surprises for you. Due to the small area available for food preparation, the inn must close between meals. Stragglers—those arriving after meal hours, whether they have purchased meal tickets or not—may or may not be offered sustenance depending on supplies and at the innkeeper's discretion. (Charm or offering to do heavy lifting usually works!) Beverages will be available at all times.

Also, please help us maintain a reasonably period atmosphere by bringing your feast gear to meals as much as possible. We will have a dish washing station set up near the inn with soap, towels, etc., as well as a hand-washing station to remove battlefield and, er, other grime.

Ingredient lists will be posted for your perusal at the inn.

Thank you!

The Innkeepers

THE MENU

FRIDAY

6-9 p.m. DINNER
Elk stew or minestrone, braided bread; $2.50
(this meal not included in meal plan)

SATURDAY

7:30-10 a.m. BREAKFAST
Meselede (scrambled eggs with bread); Banbury cakes (muffins); Fresh fruit
Coffee, tea, cold beverages
FINICKY FIGHTER: Oatmeal, fruit for $1
A la carte meals available beginning 9:30 for $2

Noon-2:30 p.m. LUNCH
Turkey rastons—a loose-meat sandwich of seasoned turkey
(hummus for non-carnivores)
Fresh fruit
Fresh vegetables
Pickles
Hot and cold beverages
FINICKY FIGHTER: Biscuit, chunk o' cheese for 50 cents
A la carte meals available beginning 2 p.m for $2.50

6-8:30 p.m. DINNER
Moroccan Beef (eggplant/zucchini stew for non-carnivores)
Couscous (a bulgur wheat pilaf)
Pickled vegetables
Hot and cold beverages
A la carte full meals available beginning at 8:00 p.m. for $3

11:30-ish-12:30-ish: SUGAR & SPICE
Cookies, milk, and other beverages; available to all but included in meal plan.
A la carte price: $1

SUNDAY

7:30-10 a.m. BREAKFAST
Pancakes
Scrambled eggs
Hot and cold beverages
FINICKY FIGHTER: Oatmeal for $1
A la carte meals sold beginning at 9:30 for $2

Noon-2:00 LUNCH
Turkey Rastons (hummus for non-carnivores)
Fruit
Vegetables
Assorted other leftovers or improvisations
(check menu board)
Pickles
A la carte meals available beginning 1:30 for $2.50

5-7 p.m. DINNER
Elk stew (minestrone for non-carnivores)
assorted more portable leftovers; can be boxed/bagged for travel at your request.
Available a la carte for $2.50

****Menu subject to change without notice, though we'll do our very best to avoid it.****

GLORY CONTESTS

1) ***Offhand Portraits of their Royal Majesties:*** Please gather at the Inn Saturday at 1:00 pm. Materials will be provided and two hours given to participants. Please return materials by or before 3:00 pm Saturday to be displayed and judged by the populace.

2) ***Alliterative Meter Poem:*** Your poem should tell of the glorious (fictional or non-fictional) deed(s) of a combatant on Saturday's field of GLORY! Each line should have meter (cadence, rhythm, beat) and have alliterative components - the repetition of one sound. In the first line of the supplied stanza from Sir Gawain and the Green Knight ca. 1375-140-0, the sound is the letter "s" which appears 4 times. The variable number of lines (about 12-20) do not rhyme until you come to the concluding 2 syllable word or phrase (called the "bob" – see notation in poem below) that rhymes with the following quatrain. The rhyme scheme for the bob and quatrain is ABABA (see notation in the poem below). Please keep your entry to 1 side of 1 sheet of paper, 1 or 2 stanzas. Paper can be obtained at the troll booth. Entries should be at the Inn by 3:00 pm Saturday for display and judging by the populace.

Since the siege and the assault was ceased at Troy,
The walls breached and burnt down to brands and ashes,
The knight that had knotted the nets of deceit
Was impeached for his perfidy, proven most true.
It was high-born Aeneas, and his haughty race
That since prevailed over provinces, and proudly reigned
Over well-nigh all the wealth of the West Isles.
Great Romulus to Rome repairs in haste;
With boast and with bravery builds he that city
And names it with his own name, that it now bears.
Ticius to Tuscany, and towers raises,
Langobard in Lombardy lays out homes,
And far over the Frenc Sea, Felix Brutus
On many broad hills and high Britain he sets,
Most fair. BOB A
Where war and wrack and wonder B
By shifts have sojourned there, A
And bliss by turns with blunder B
In that land's lot had share. A

Glory Classes			
Class Name	**Teacher**	**Time**	**Day**
Great Axe Building	Master Rhys Alfaw in	7:30 PM	Friday
Watching Heavy Combat	HL Llamrei (Hancarata Aethnen filia Cuneddea)	9:30 AM	Saturday
Lucet for Children	Galiana Fitz William	10:30 AM	Saturday
Autocrating 101	Mistress Aldyth	11:00 AM	Saturday
Lucet for Adults	Galiana Fitz William	1:00 PM	Saturday
Knife Sharpening	Master Tamlene ap Guidgen	2:00 PM	Saturday
Caligraphy for Kids	Mistress Drahomira Jaroslava	3:00 PM	Saturday
Glass Bead Making	Lady Jorun	4:00 PM	Saturday
Herbal Walk (pants & closed-toe shoes)	Mistress Leonora Kathryn de Provence	5:00 PM	Saturday
Celtic Dance	Lady Aildhicinna macAilpein	6:30 PM	Saturday
Felt Boot Making	Mistress Rashiqah Amatulbaari bint al-Qehira Azhar	11:00 AM	Sunday

MEETINGS

At TRM's whim, there will be meetings of the Chivalry, Stags Bloods, and Golden Phaeon.

GLORY! --- THE SHIRT

You've battled hordes, you've swatted mosquitos, you've rescued maidens, you've swashed your buckle.....now, get the shirt. The one and only, original GLORY! t-shirt is available at troll. Design and art by Sir Deotrich Hiltipard. All profits go to the Outlands Herald fund.

Size	Price
L	$ 12
XL	$ 12
XXL	$ 14
XXXL	$ 15

THANKS!

GLORY! would not have happened without the outstanding efforts of more people than we could ever hope to thank. As relative newbies and first time autocrats we relied on the expertise, energy and dedication of the population of the Northern Outlands. Without all of you (you know who you are) Gwilim's Gaggle would be out here camping by ourselves. Special thanks have to go out to our outstanding sub-autocrats:

Heavy Fighting	Sir Deotrich Hiltipard
Archery	Lord Eric Morrison of Thistlekeep
Rapier	Lord Robert Stewart
Inn Keeper	Mistress Meriel of Tay
Youth Coordinator	Lady Amice de Fayel
Boffer Coordinator	Lord Axel
Merchants	Lord Owain ap Maredudd
Site and Fighting Tokens	Lord Owain ap Maredudd
Mentor	Mistress Theresea die Tanzerin
Chain Mail	Lady Annikki Kilinnen & Sabina
Inn Tokens	Sean Ui Neill the Staff Maker, Galiana and Mirabel
Camp Heralds	Aonghus Lord Lochlainn

And all of the MOL's, Inn Staff, Cooks, Heralds, Teachers, Sword Dancers (and brave teacher), AND OF COURSE, Their Excellencies, Master Thorfin Greybeard and Mistress Rosalind of Wellmark.

Gwilim & Galiana

Don't forget....next year

GLORY!
FEETS of ATHLETES?

RAPIER:

1) ***Beginner's Tourney:*** Open only to those who have been authorized less than a year.

2) ***Two point Tourney:*** Will run concurrently with Beginner's Tournament.

3) ***Swiss 5:*** A tournament of 5 challenging scenarios. Are brave enough? Are you fast enough? Are you stupid enough?

4) ***Gasping in Heat While Resting and Looking Beautiful:*** This is really free time, so that rapiers can laugh and point at the sweaty heavies. Pick-up fighting or impromptu tourneys on demand.

5) ***Challenge of Companies:*** Melee tourney based on scenarios. Companies will be chosen at the MOL's whim.

6) ***Botton Pick:*** BUTTON, get your mind out of the gutter. Point control tourney.

YOUTH ACTIVITIES

The Youth Minister of Unser Hafen, Lady Amice de Fayel, with the assistance of several talented people, has set up a series of activities that will keep the younger set busy and happy.

1) ***Medieval Games:*** Throughout the weekend Lady Amice (look for the tallest lady in sight) will have available for play several medieval games, including medieval ring toss, saxon tug of war, crows and cranes, as well as assorted board games. These will be available around the inn.

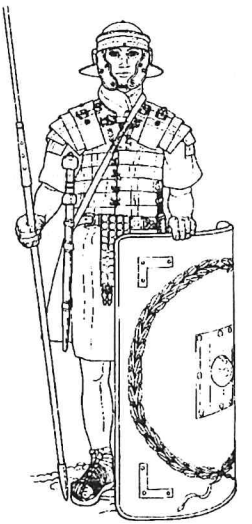
2) ***Boffer Tourney:*** Open to all youth, the boffer tourney will allow the younger fighters to prove their skills and earn honor and glory through a number of battle scenarios from the fertile mind of M'lord Axel.

3) ***Tournament Favors***: Participants in the Heavy Weapons Station Tourney to be held at 2:00 pm on Saturday MUST carry the favor of a child in order to enter. Lady Amice will hold a class on favor construction on Saturday morning. This is a great way to truly experience the Current Middle Ages as fighters vie for the honor of fighting for the honor of our younger members. Make a favor and come cheer on your valiant hero!

4) ***Archery Shoot:*** Lady Ailinn Shadowfox will supervise a youth archery shoot on Sunday. Budding young Robin Hoods can show their prowess and learn the fine art of archery.

5) ***Special Awards:*** All of our youth are special, but during the weekend, Lady Amice will be collecting comments and names in order to award two very special prizes:
   - Most Helpful Young Gentle
   - Most Chivalrous Young Gentle

   Please be sure and let Lady Amice know your vote for each of these awards.



Event Timing at GLORY!

SATURDAY, July 18

	Inn	Heavy	Rapier	Archery	Youth	Court
7:00 AM						
7:30 AM						
8:00 AM						Opening Court (at the Inn)
8:30 AM	Breakfast	Armour Inspection	Equip. Inspection	Equip. Inspection		
9:00 AM		Breakfast of Champions	Beginner's Tourney	Pattern Shoot	Boffer Tourney	
9:30 AM		Tour of Fighting Games				
9:45 AM		Holmgang	2 point tourney at same time			
10:00 AM				Scored Wand	Favor Making	
10:30 AM			Swiss 5 Tourney			
11:00 AM		Celtic Battlemeiden Tourney		Timed Shoot	Boffer Tourney	
11:30 AM						
12:00 PM	Lunch	Lunch Break (Fighter Games Continue)		Lunch Break	Lunch Break	
12:30 PM			Lunch Break			
1:00 PM		Lunch of Champions		William Tell		Roving Courts Throughout the Day At Their Majesties' Whim
1:30 PM		Station Tourney (Must bear a child's favor!)	Gasping in heat while resting and looking beautiful (time off)		Watch station tourney	
2:00 PM		Green Knight Tourney		Robin Hood	Boffer Tourney Continues	
2:30 PM			Challenge of Companies			
3:00 PM		Buschazi				
3:30 PM						
4:00 PM						
4:30 PM						
5:00 PM						
5:30 PM						
6:00 PM	Dinner	Dinner Break	Dinner Break	Dinner Break	Dinner Break	
6:30 PM						
7:00 PM		Knife Circle	Challenge Continues or Marshall's Choice			
7:30 PM		Broken Field Melees				
8:00 PM						
8:30 PM		Prepare for Torchlight Tourney				
9:00 PM						
9:30 PM		DARKISH: Torchlight Tourney				
10:00 PM						
10:30 PM						Evening Court (at the Inn)
11:00 PM						
11:30 PM	Sugar & Spice					
12:00 AM						
12:30 AM						

Event Timing at GLORY!

SUNDAY, July 19

	Inn	Heavy	Rapier	Archery	Youth	Court
7:00 AM						
7:30 AM						
8:00 AM						
8:30 AM	Breakfast					
9:00 AM						
9:30 AM						
10:00 AM		Armor Inspections for new arrivals			Archery	
10:30 AM		Melees begin!	Button Picking	Sterling Shoot	Shoot	
11:00 AM			Tournament			
11:30 AM						
12:00 PM						
12:30 PM		Lunch				Closing
1:00 PM	Lunch	Break				Court
1:30 PM			Fencer's	William		
2:00 PM		Melee's Continue	Request	Tell		
2:30 PM		Until the LAST MAN		Robin		
3:00 PM		COLLAPSES!	Tourneys	Hood		
3:30 PM			or	Shoot		
4:00 PM			Melees			
4:30 PM						
5:00 PM						
5:30 PM						
6:00 PM	Dinner					
6:30 PM						
7:00 PM						
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